PlayStation

NTSC U/C

PlayStation

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00453

MEGA MAN 8™

ANNIVERSARY COLLECTOR'S EDITION

FULL-COLOR ANTHOLOGY BOOKLET ENCLOSED

CAPCOM

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM HINT LINE AND GAME COUNSELING

Hints are available:

1-900-680-CLUE

(1-900-680-2583)

$.79 per minute for 24-hr. pre-recorded information, $.99 per minute for live Game Counselor assistance.

Must be 18 years or older, or have parental permission.

From Canada: 1-900-677-2272
($1.25 per minute). Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Standard Time.

This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

http://www.capcom.com
or
Compuserve: 76702.2710@compuserve.com

Visit our website to see all the great new CAPCOM products and Mega Man limited edition products! Or just e-mail us for help or to find out what's new at CAPCOM!

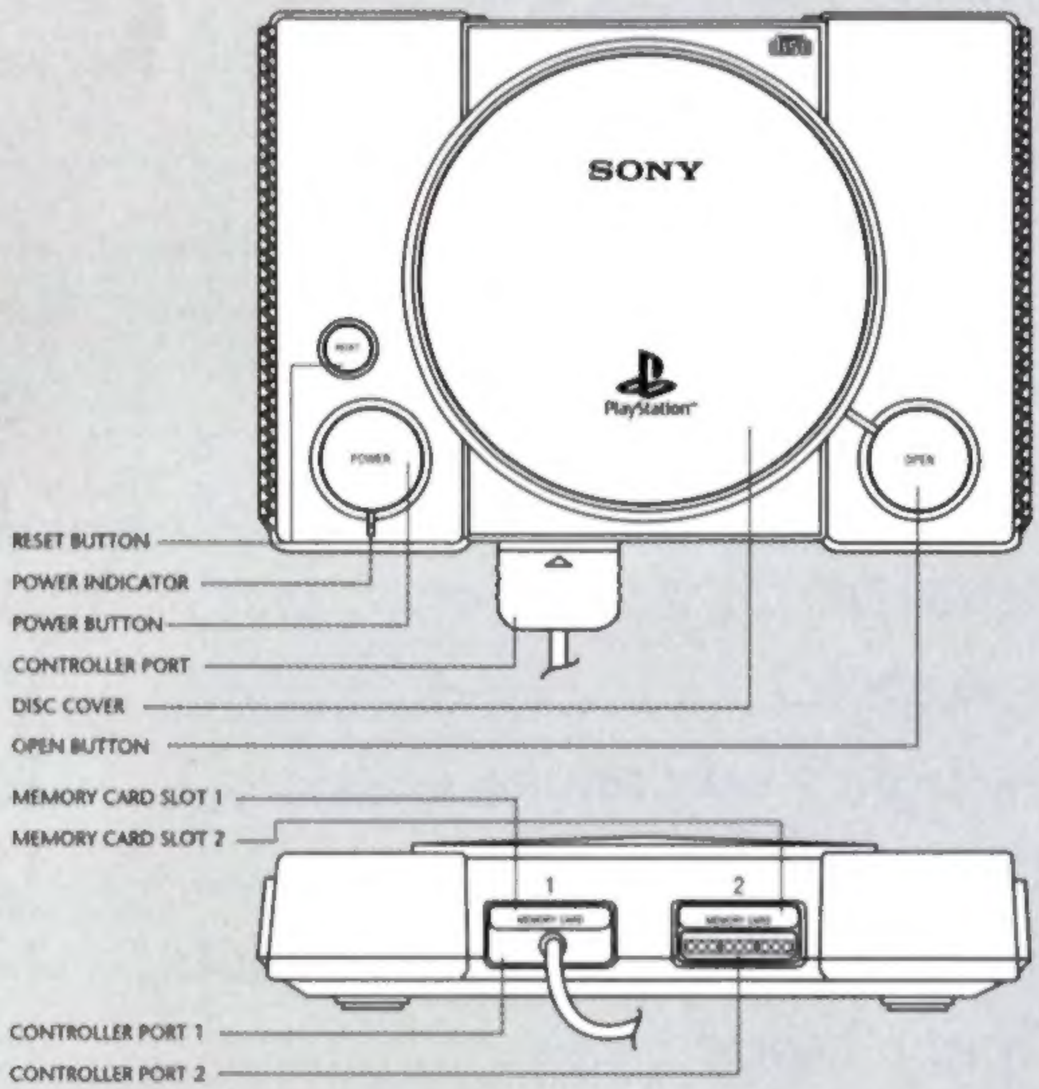
MEGA MAN 8™

COLLECTOR'S EDITION

Game Set-Up.....2
Controlling Mega Man.....3
Special Functions.....4
Destination: Meteor Crash.....6
Starting Mega Man's Quest.....7
Main Menu 7
Stage Select 7
Mega Power!.....8
Other Dr. Light Creations 9
Rush 10
Dr. Light's Laboratory 11
Special Items 11
Dr. Wily and his Nefarious Robots 12
Option Mode 15
Backup Data.....15
Merchandise.....16
Warranty 17

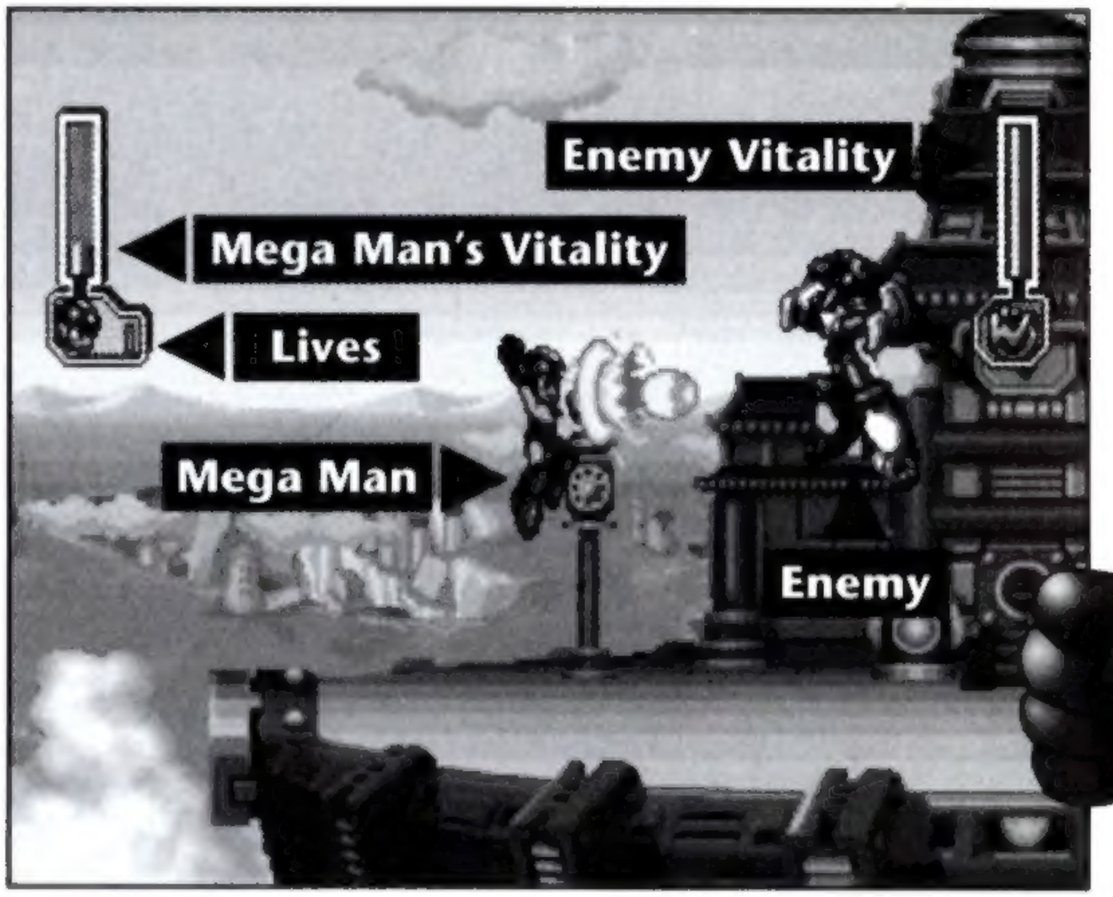
GAME SETUP

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MEGA MAN 8 disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start a game.



STARTING MEGA MAN 8

After loading MEGA MAN 8, watch the cartoon introduction sequence or press **START** or any Control button to jump to the title screen. Press **START** or X to bring up the main menu. Refer to page 7 for more on how to begin playing.

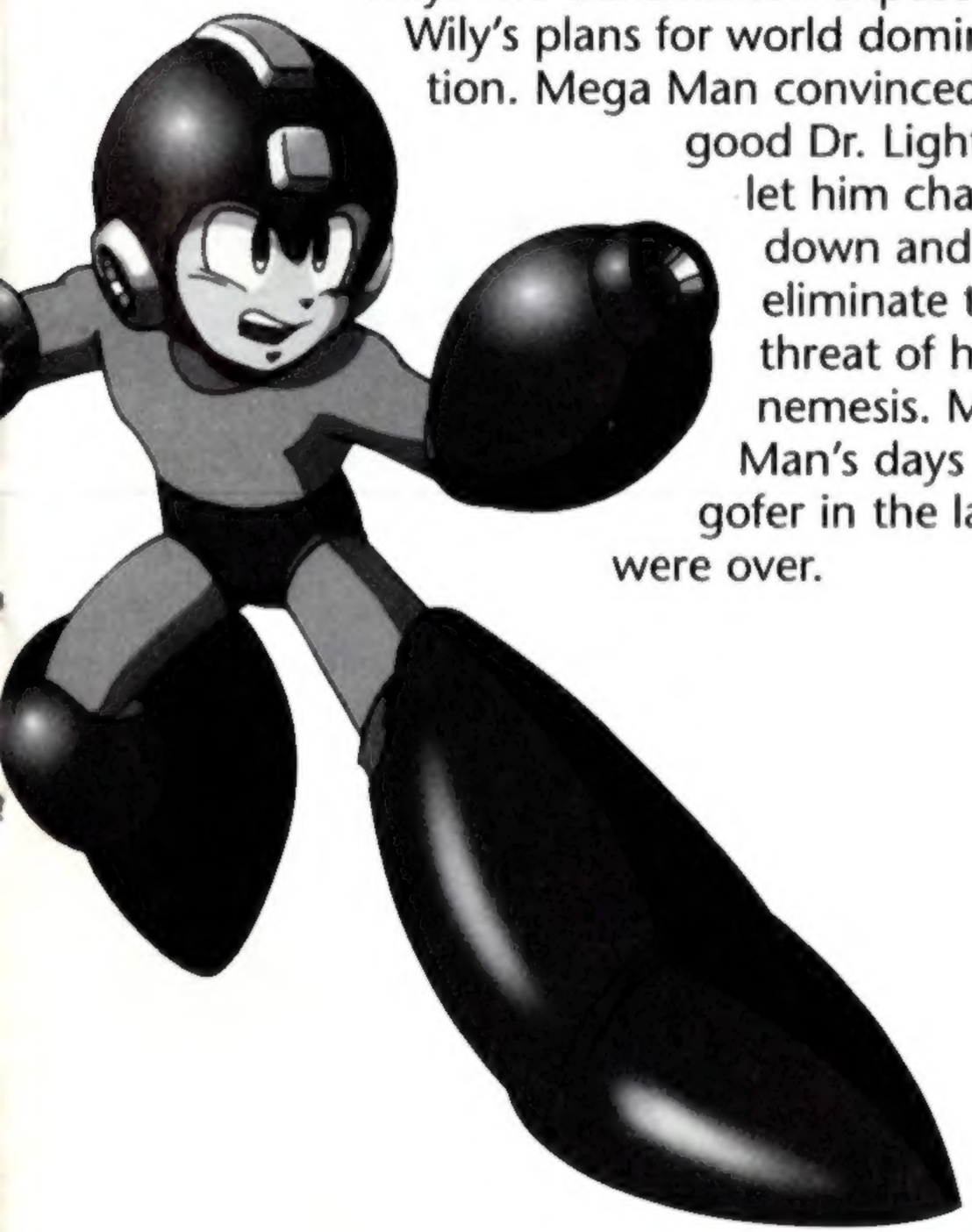


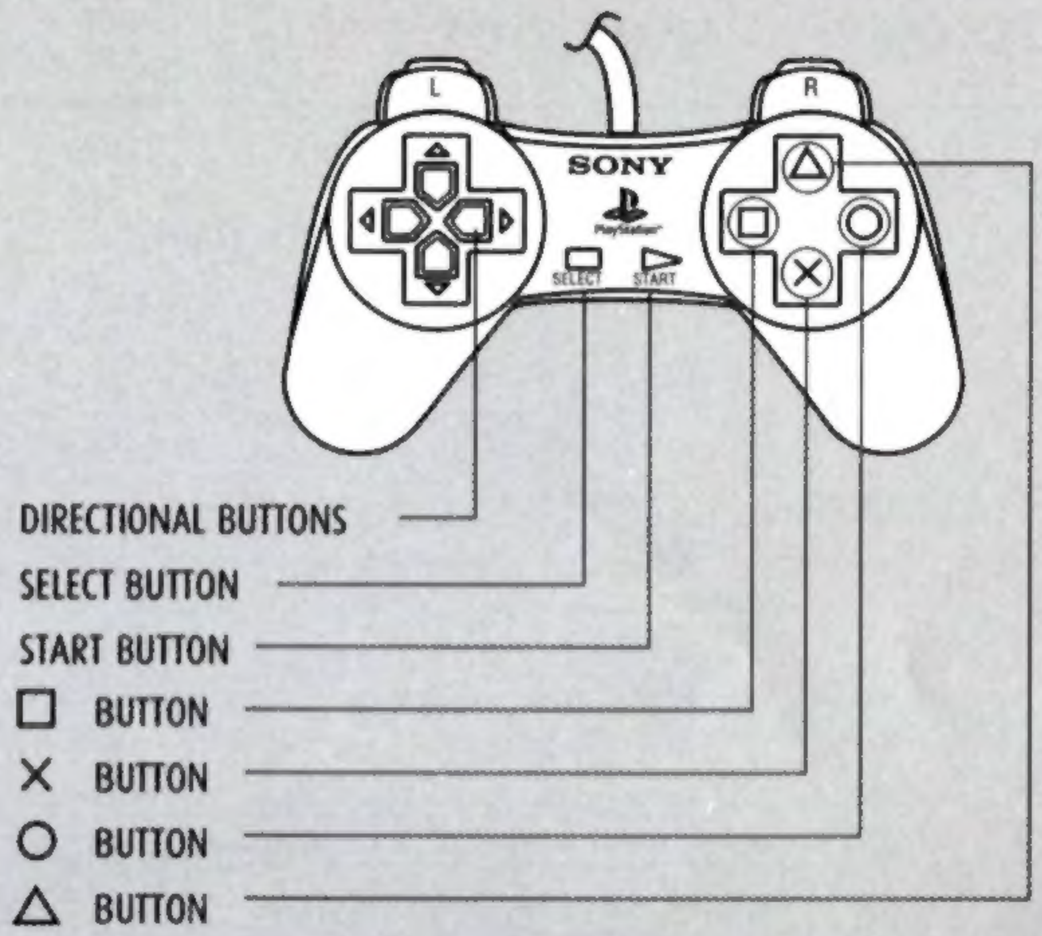
CONTROLLING MEGA MAN

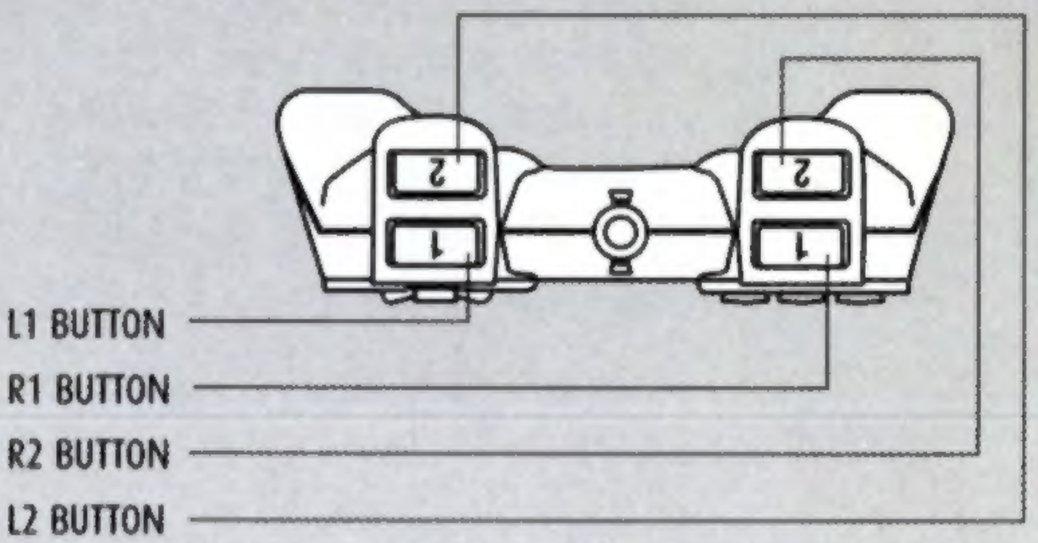
MEGA MAN

DL #001

Mega Man, the second robot created by Dr. Thomas Light, was originally intended only to perform functions in the laboratory that Dr. Light could not. Slowly, Dr. Light began using Mega Man for more and more advanced robotics experiments. One day, Mega Man walked in on Dr. Light listening to an intercepted transmission from the evil Dr. Wily. The transmission exposed Dr. Wily's plans for world domination. Mega Man convinced the good Dr. Light to let him chase down and eliminate the threat of his nemesis. Mega Man's days as a gofer in the lab were over.







BUTTON	FUNCTION
START Button	Starts Game Opens Mega Power Screen Selects item in menu
SELECT Button	Opens Reset Menu from Mega Power screen
DIRECTIONAL Button	Highlights item in menu Moves Mega Man Left or Right Climbs Ladders Up or Down
△	Fires Mega Buster (Shot Button) *Press and hold until fully charged, then release to fire Mega Blast. Try jumping and sending out a Mega Blast.* Cancel item in menu
□	Fires Mega Power (Special Weapon) Fires Mega Buster (Shot Button) *Press and hold until fully charged, then release to fire Mega Blast.*
○	Jump Swim
X	Jump Swim Select item in menu
L1, R1	Changes Mega Power Switches menu in Mega Power screen
L2, R2	Not Used

To reset game at any time, press and hold **SELECT.** Then press and hold **START**. Or pause game by pressing **START,** then press **SELECT** to open the **RESET MENU**. Highlight and select **QUIT**. Select **YES** to **QUIT**.

SPECIAL FUNCTION

SLIDE	Press the **DIRECTIONAL** Button ▼ and ○ or X simultaneously to slide under narrow passages.
JUMP	Press ○ or X to jump. Adjust height of the jump by holding the button down longer. Use the **DIRECTIONAL** Button to determine the direction of the jump.
SWIM	Press ○ or X to swim. Use the **DIRECTIONAL** Button to move Mega Man while swimming.
CLIMB LADDER	Stand at base of ladder and press the **DIRECTIONAL** Button ▲ to climb ladder. Press ▼ to climb down.
USE MEGA BALL	Rush delivers the first Mega Power to Mega Man on the island, but the Mega Ball is a Mega Power and can be depleted. Equip the Mega Ball then press □ to fire it. You will see the Mega Ball on the ground. Stand next to the Mega Ball and press □ again to make Mega Man kick the ball and activate it.

SPECIAL FUNCTION

MOVE MEGA BALL

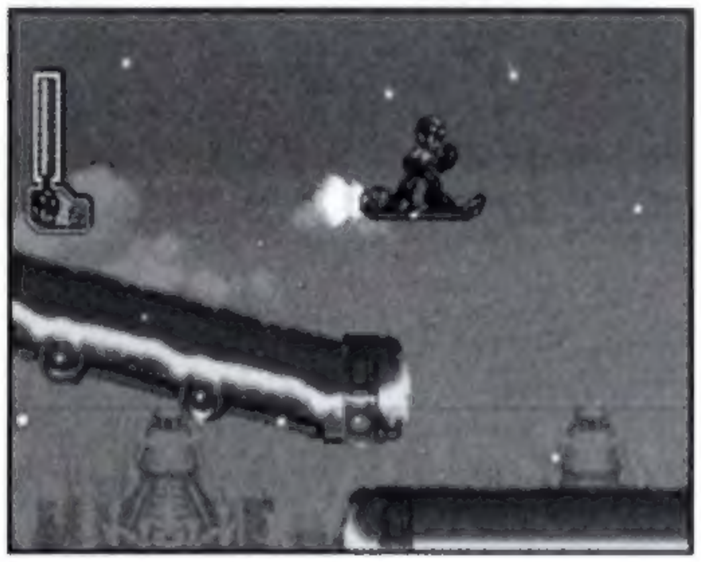
Press the **DIRECTIONAL** Button Left or Right to move the Mega Ball without activating it. Sliding onto the Mega Ball works as well.

JUMP ONTO MEGA BALL

Fire a Mega Ball but don't activate it. Press and hold ○ or X to jump on the Mega Ball. Mega Man will jump higher.

USE SNOW BOARD

In certain parts of the Icy stages Mega Man can use a Snow Board. He can Jump and Slide by using the same motions mentioned previously. Be prepared: inclines increase the snow board's speed.



FLOAT IN A BUBBLE

Bubbles turn up occasionally. Jump onto the bubble-maker and Mega Man will float upward. Use the **DIRECTIONAL** Button to move the bubble left or right. No weapons are available while in a bubble, and spikes will pop the bubble.

DESTINATION: METEOR CRASH

Dr. Light sped to his controls to react to the sudden alarms. Lights flashed and electronic sounds blared. He scanned the meters and checked the print-outs for any clues to what had just happened. Then the computers centered on the disruption in the radar and brought it on-screen.

"Mega Man, come in! You must investigate the disturbance immediately. Come in, Mega Man!"

A hologram displaying the gentle face of the Titanium Titan gradually materialized, and Dr. Light breathed a sigh of relief. Mega Man was already in the vicinity.

"Yes, Dr. Light. I have the readings. From the looks of it that comet was not an accident. I detect a high concentration of metal alloy in that fireball. I bet Dr. Wily is behind this."

"If not, he at least knows about it and is nearby. It crashed onto that deserted island. If Wily's there, don't let him get away. And be careful Mega Man. Remember what happened the last time!"

STARTING MEGA MAN'S QUEST

MAIN MENU

From the MEGA MAN 8 title screen, press **START** or the X Button to bring up the main menu. Here you have 3 options: GAME START, CONTINUE or OPTION. To start a new game, highlight GAME START and press **START** or the X Button. After the cartoon introduction sequence, you will begin play. To bypass the intro, press **START** or the X Button.

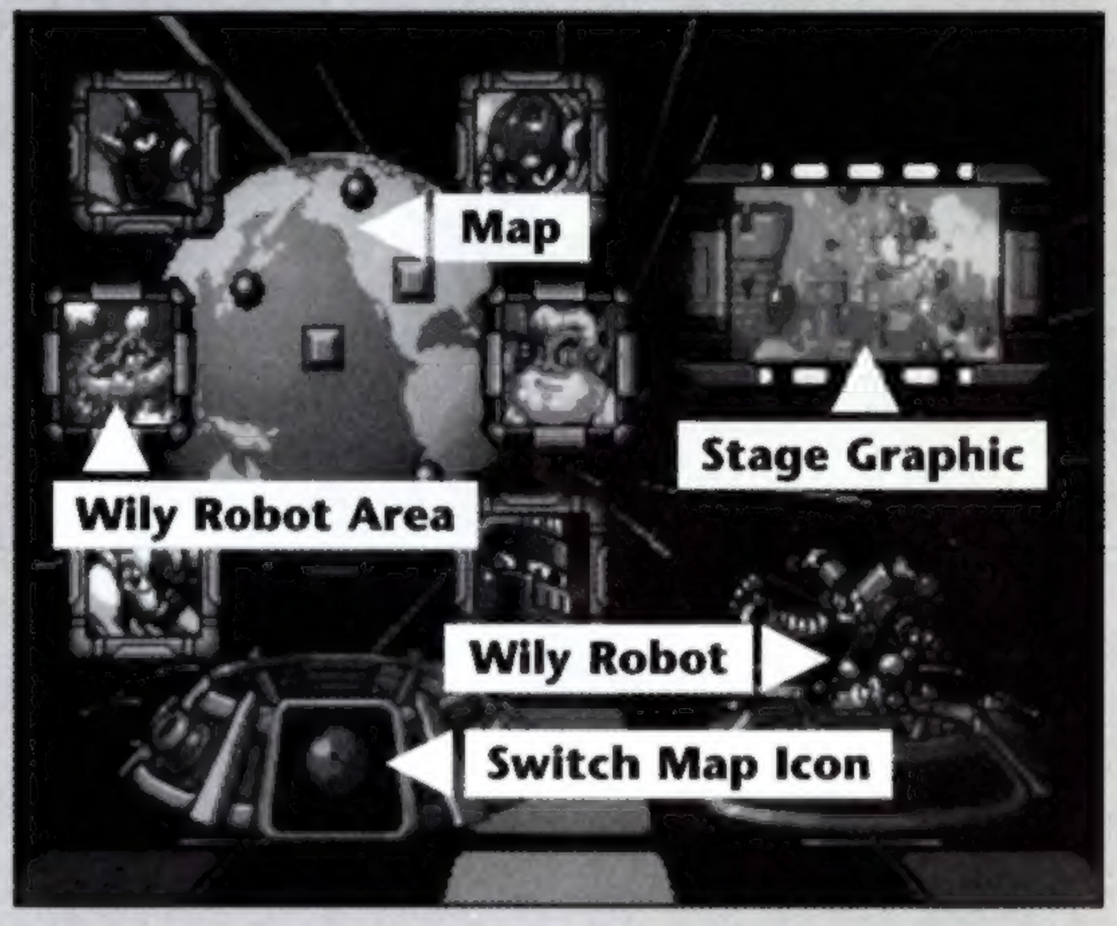
To continue a previous game, highlight CONTINUE. For more on how to save or load a game, see page 15.

Adjust the configuration of your game by selecting OPTION. This brings you to the OPTION MODE. See page 15 for more on options.

STAGE SELECT

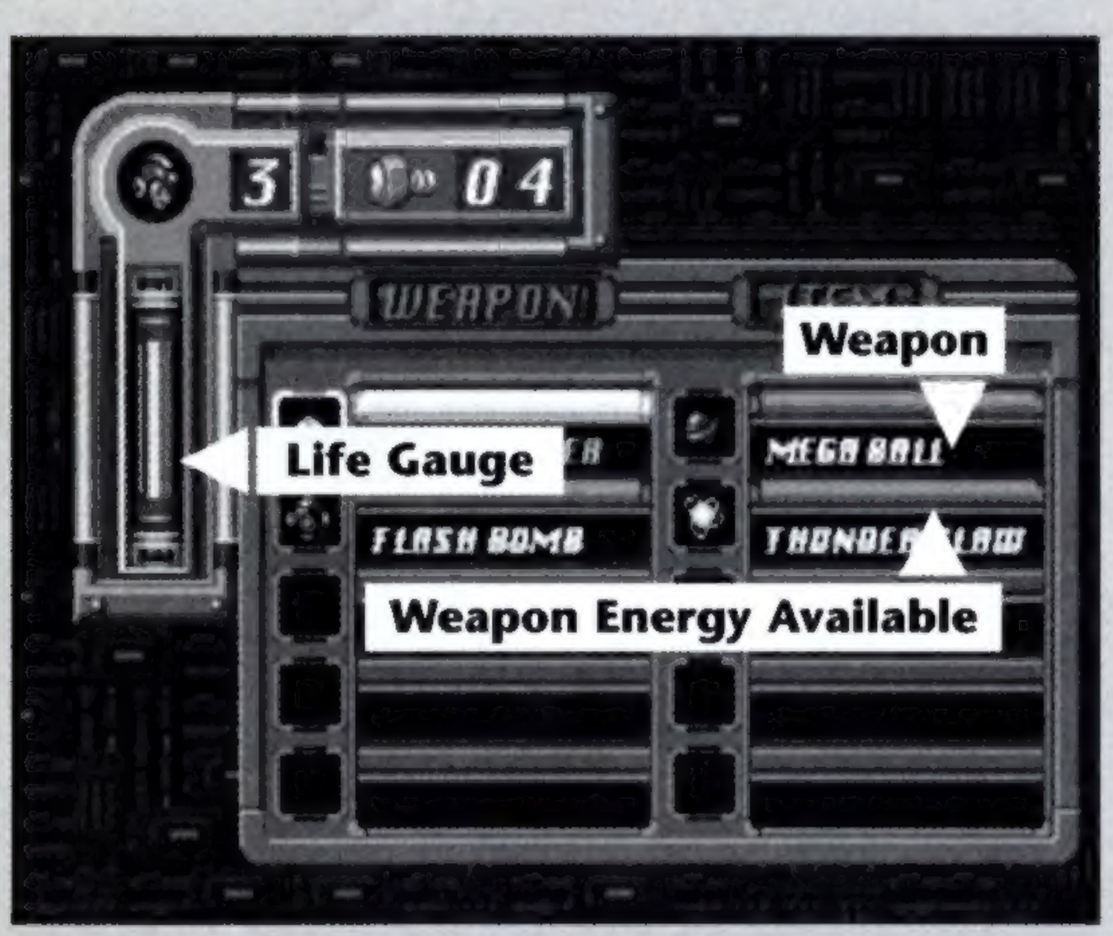
After Mega Man investigates the deserted island, he is presented with the Stage Select Screen. The square markers show the stages on the map where Mega Man can go to find clues. Highlight a marker and press **START** or the X Button to begin Mega Man on his quest.

At first you can only go to 4 stages and Dr. Light's laboratory. For more on the functions of Dr. Light's lab, see page 11.



MEGA POWER!

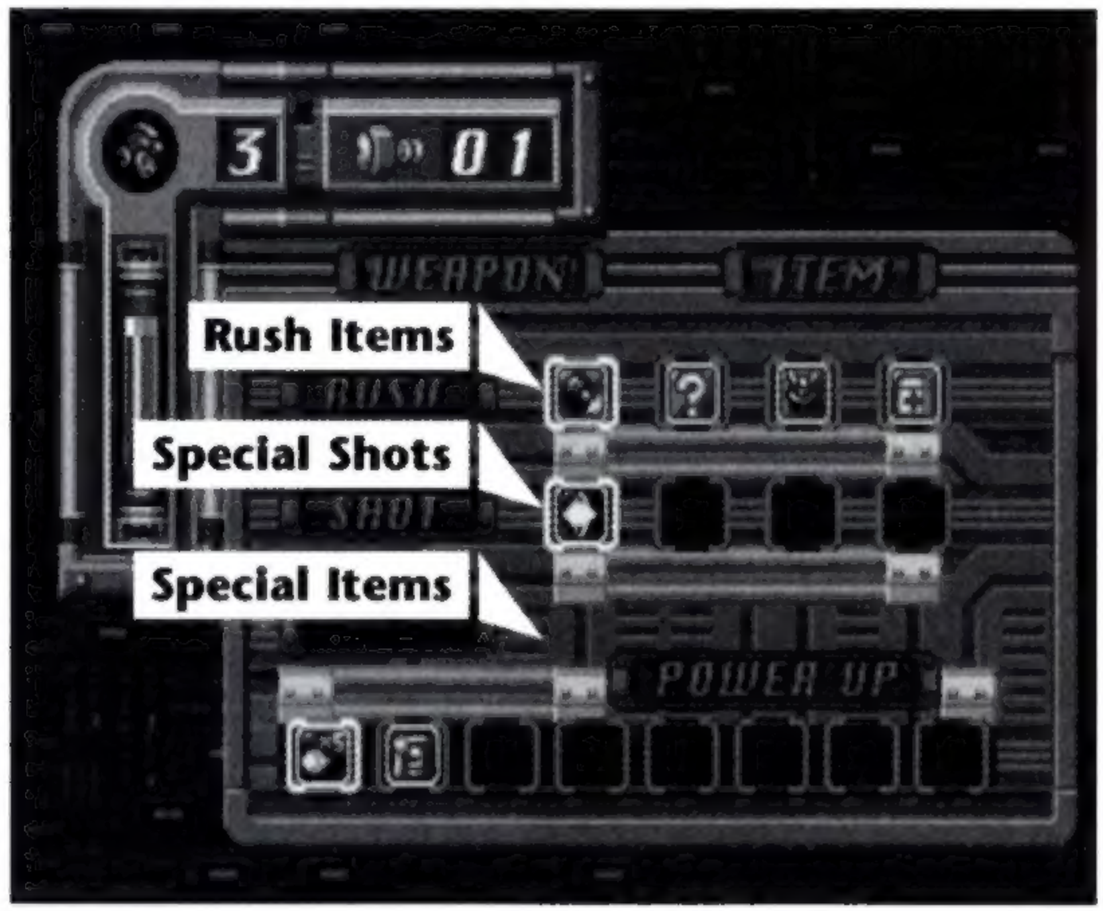
As Mega Man battles Wily's Nefarious Robots he will gather power-ups, weapons and items. If Mega Man is skilled enough to face and defeat the Wily Robot introduced at the beginning of the stage he is rewarded with that Robot's weapon. The weapon and any other special power-up he acquires will be stored on the Mega Power screen.



Press **START** during gameplay to pause the game and bring up the Mega Power screen. This first screen shows all the weapons Mega Man has acquired from defeated Wily Robots. The second screen, the Item Select screen, shows all the special items Mega Man has collected. Use **L1** or **R1** to shift back and forth between Mega Power screens.

To equip an item or weapon, use the **DIRECTIONAL** Button to highlight the item or weapon and press **START**. This will return you to gameplay with the weapon or item you chose to use.

You can switch weapons during gameplay by pressing **L1** or **R1**. You must have energy remaining in the weapon in order to use it.



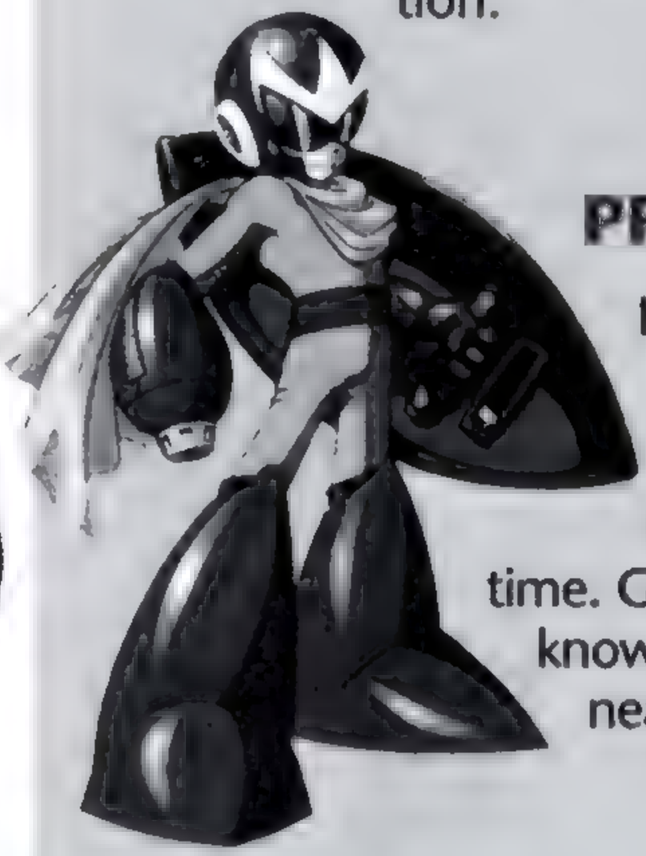
OTHER DR. LIGHT CREATIONS

Mega Man is not alone on this adventure. Dr. Light has been busy creating other robots to help Mega Man find Dr. Wily. Here are those that Mega Man can count on when he needs help:

ROLL

DL #002

Mega Man's younger sister Roll works in the laboratory and assists Dr. Light in turning the bolts Mega Man collects into those nifty items he can obtain at the lab. For more on this, see the next section.



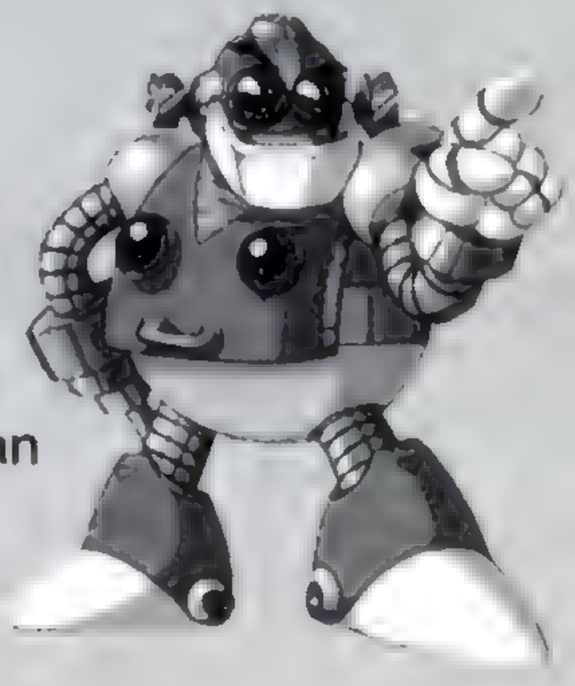
PROTO MAN

DL #000

Dr. Light's first creation seems to be at the right place at the right time. Good ol' Proto Man. You know good things are usually nearby when he shows up.

AUTO

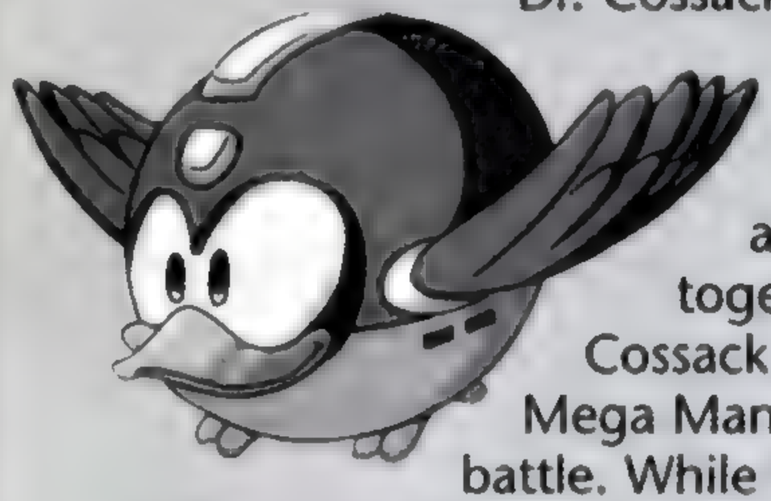
Normally a technical assistant in the lab, the beefy Auto steps out of the lab and into the hunt with his custom weapon. Mega Man can definitely count on Auto to lend a hand.



EDDY "FLIP-TOP"

Dr. Light made Eddy to transport things from the lab to his robots in the field. Now Eddy has been equipped with the ability to fly. So, along with Eddy, Mega Man has some real fire power.

BEAT



The famous crime-fighting bird named Beat is always out for world peace. Beat was built by Dr. Cossack, a long-time friend and colleague of Dr. Light. Cossack and Light worked together so well that Cossack gave Beat to Mega Man to support him in battle. While flying, Beat will dash out to attack if fully charged.

RUSH

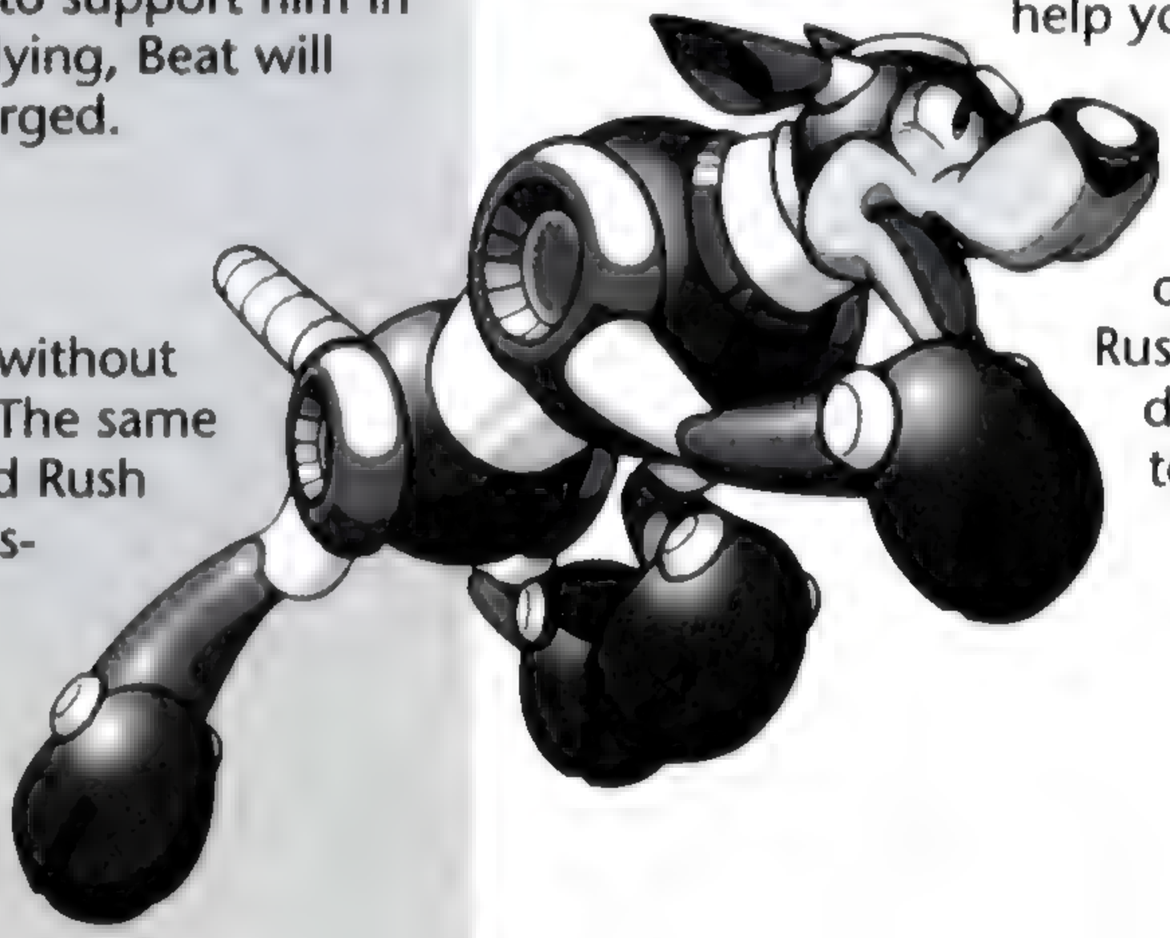
Where would any person be without a trusty canine at their side? The same goes for the Blue Bomber and Rush the Robo Dog. Rush can transform himself into many different vehicles so Mega Man cannot do without him. All Rush powers have limited energy, and once you call on him you must use all the energy from that power.

Rush has 6 forms, but Mega Man can only call on 4 by himself.

Special Rush allows Dr. Light to send a holographic image to communicate with Mega Man, while **Rush Jet** gives Mega Man the power to fly. Use the **DIRECTIONAL** Button to move the **Rush Jet**. Mega Man can only fire to the right while on **Rush Jet**, but can use any Robot Weapons at his disposal.

Rush Bike - Call up the Rush Bike and zoom through enemies with no problems. Mega Man will not take any damage while on the bike, but Rush's energy takes a pummeling if you ram enemies. To leave the bike, press the **DIRECTIONAL** Button ▲ and the **JUMP** button to jump off the bike.

Rush Bomber - Rush will drop bombs to help you.



Rush Charger - Mega Man will receive life energy or weapon energy. Rush will drop these down for Mega Man to collect.

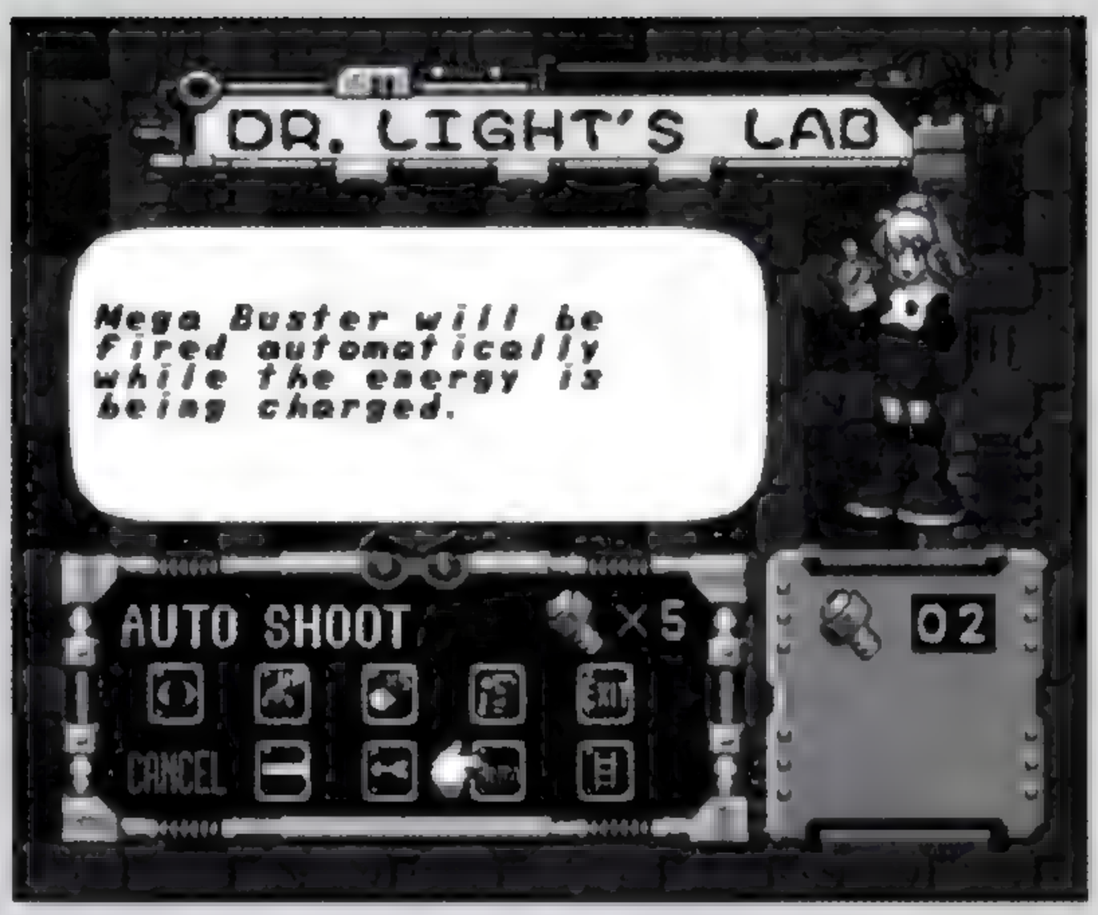
DR. LIGHT'S LABORATORY

From the Stage Select screen, highlight Dr. Light and press **START** or the X Button to select the lab. Roll will appear and talk you through the features at the lab. There are a number of items that can be built and given to Mega Man depending on how many bolts are required to make the item. The number of bolts you have collected will appear in the lower right corner of the screen.

Use the **DIRECTIONAL** Button to highlight a menu item then press **START** or the X Button to select it. You can choose from **ASK FOR A PART, SAVE, OPTION MODE** or **EXIT.** Select **ASK FOR A PART** to have Roll create a special item. After selecting this from the menu, you will see icons representing the items you can make. Use the **DIRECTIONAL** Button to highlight an item. Information about the item will appear at the top of the screen. If you have enough bolts press **START** or the X Button to select it. If you do not have enough bolts Roll will tell you so. When you have finished, select Exit and you will return to the Stage Select screen.

You can also save your game in the lab. Make sure you have a memory card loaded in Memory Card Slot 1, then highlight **SAVE** and press **START** or the X Button. You will then be asked which block you want to save the game to. For more on saving and loading games, see page 15.

Select **OPTION MODE** to adjust your options in the same way as you can from the game's main menu.



SPECIAL ITEMS

Each item has information about its purpose when you highlight it in the lab (or highlight it in the Item Select screen) but here is a short list of some things you can purchase:

Energy Balancer-When you collect Weapon Energy, the balancer will fill your weapons from least to greatest.

Exit Part-Allows you to exit a stage you have already completed.

Laser Shot-A piercing laser weapon.

These items appear when you defeat enemies, or are just there if you can find them:

Bolts-Use these to create items at the lab.

Companion Panel-Appears only in flying stage; pick up when the companion you want appears.

Rush Panel-Allows you to call up the corresponding Rush power.

1 UP-Increases the number of chances you have to battle, up to a maximum of 9 extra lives.

DR. WILY AND HIS NEFARIOUS ROBOTS

DR. ALBERT W. WILY

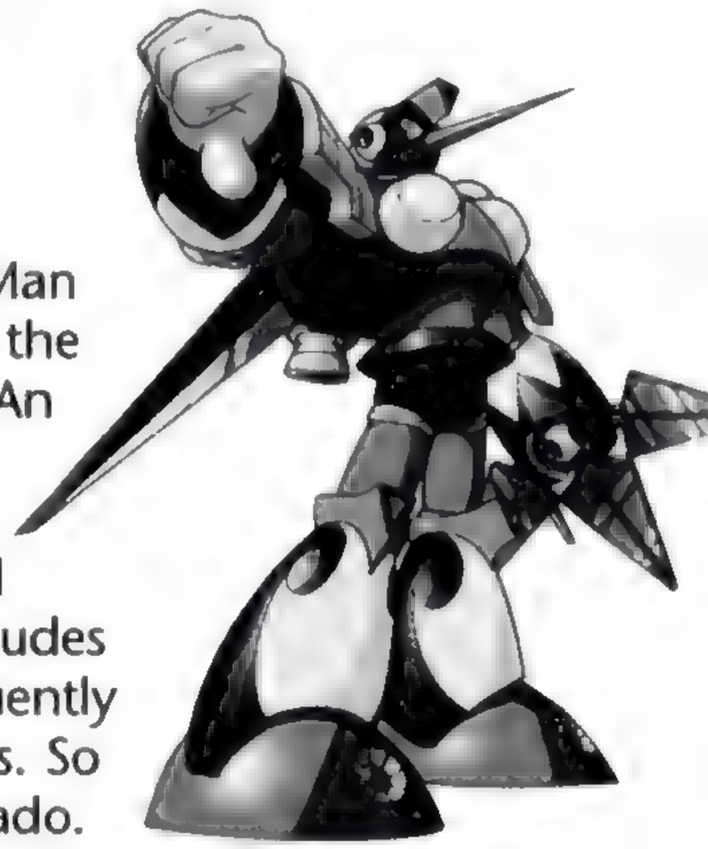
The evil scientist never gives up. Try and try as he might, Thomas Light is always there to get the upper hand. Even back in their days at the Robot Institute of Technology Dr. Light got all the attention and accolades. Wily has vowed to become the greatest robot maker the world has ever seen but Dr. Light's Mega Man has consistently foiled Wily's schemes to control the world.

BASS AND TREBLE

An interesting pair. Who would have ever thought to pair a robot with a trusty canine side-kick? Wily figured if you can't beat 'em, copy 'em so now Rush and Mega Man have Bass and Treble to deal with. Bass is convinced he can defeat Mega Man by himself yet welcomes the fierce Treble.

TENGU MAN

DW #057



Weapon:
Tornado Hold
Wily created Tengu Man to take advantage of the power of the storm. An experimental robot with many weak-nesses if you can find them, Tengu Man exudes confidence and frequently looks down on others. So look out for the tornado.

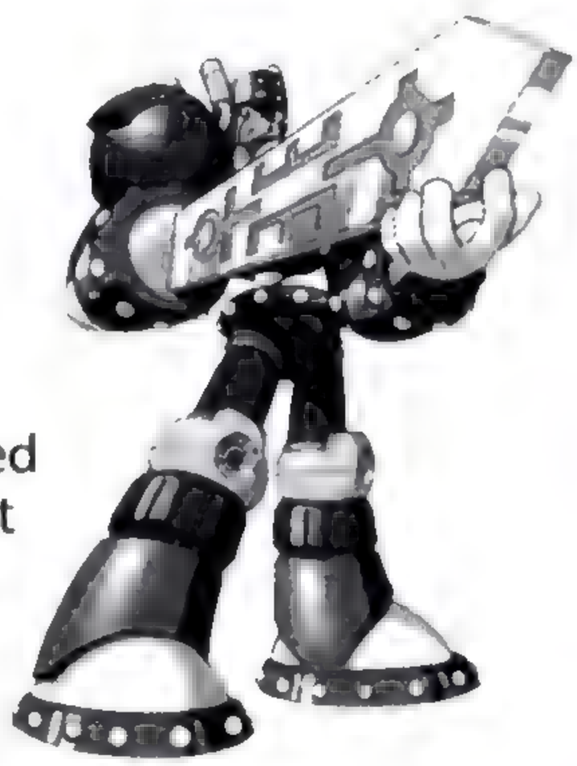
ASTRO MAN

DW #058

Weapon: Astro Crash
An abandoned planetarium held lots of parts for Wily to convert into the menacing Astro Man. At first Astro Man was designed to control the minds of those who viewed the planetarium show, but the greedy Wily prepared him for battle. Never one to shy away from a fight, Astro Man still feels more comfortable in space.

SWORD MAN

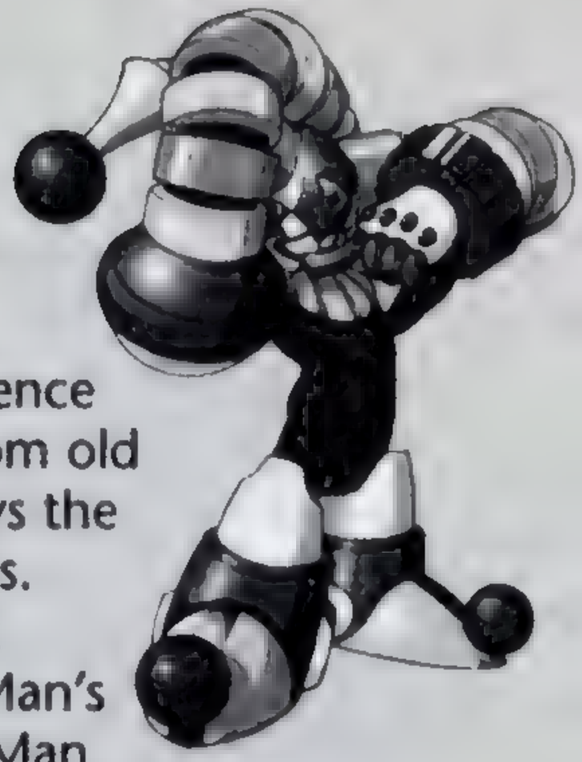
DW #059



Weapon: Flame Sword
One of Wily's most prized thefts was an ancient sword he lifted out of a museum. But the sword was so huge he could not find a use for it. Finally he built Sword Man but could not balance the weight. Wily decided he must float Sword Man's upper body above the rest so he will not be clumsy. The devastating sword can be charged up and shoots fire.

CLOWN MAN

DW #060



Weapon: Thunder Claw
Dr. Wily rescued Clown Man from a cancelled science fiction TV show. Made from old sets and props, he displays the charisma of show business. The truth is Dr. Wily can't stop laughing at Clown Man's arms. This makes Clown Man especially proud of his arm span, which can extend over great distances, because he never got a laugh while on the show.

SEARCH MAN

DW #061

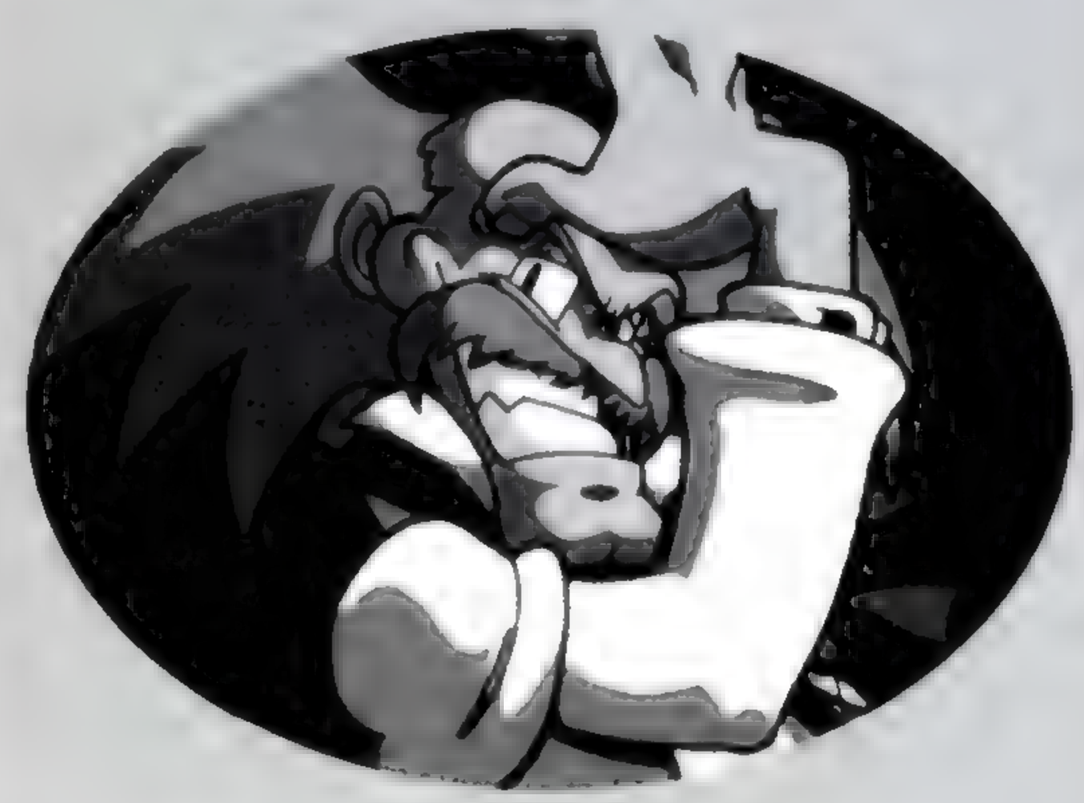
Weapon: Homing Sniper
Built from extra parts and an out-of-service security robot, Search Man has Jeckyl-and-Hyde written all over him. Wily decided that two heads would be better than one but then again Wily never does anything for the better. Search Man's heads should cooperate but in reality they are constantly bumping heads over every decision.

FROST MAN

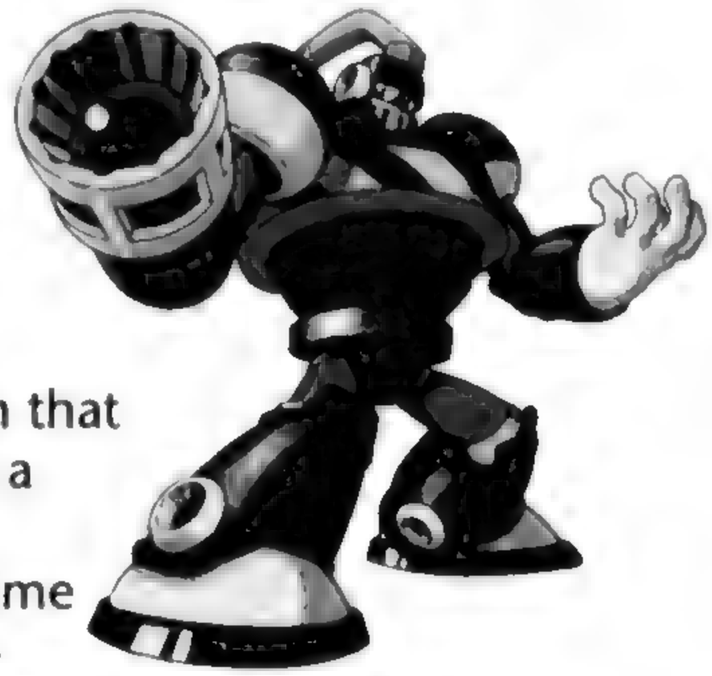
DW #062

Weapon: Ice Wave

When Wily bought parts to enhance Clown Man, he over did it. To use up those parts, he worked day and night to come up with Frost Man. He had so many more parts than he expected. So Wily built an ice machine right inside Frost Man. His most dangerous weapon is the Ice Wave, a quick blast of razor-sharp icicles that freezes and cuts through anything it touches.



GRENADE MAN



DW #063

Weapon: Flash Bomb

The best description that fits Grenade Man is a crazy drill sargeant whose favorite pastime is to blow up everything in sight. Grenade Man's bold and reckless personality was just the remedy for Dr. Wily. While he loves to hurt his enemies, strangely Grenade Man longs for the pain of an explosion or two.

AQUA MAN

DW #064

Weapon: Water Balloon

Aqua Man emerged when Wily's first shot at Frost Man's ice machine failed miserably. So he gave Aqua Man a huge water tank in his chassis. Wily sent him to a water utility plant to train, and now he has emerged as one of Wily's best weapons.

OPTION MODE

Roll assists you in adjusting the configuration of your controls and the sound mode for your game. Highlight OPTION from the main menu and press **START** or the X Button to select it. Then highlight the function you want to change and press the button you want to use for that function.

Choose between STEREO and MONO for the sound on your game depending on the capability of your system.

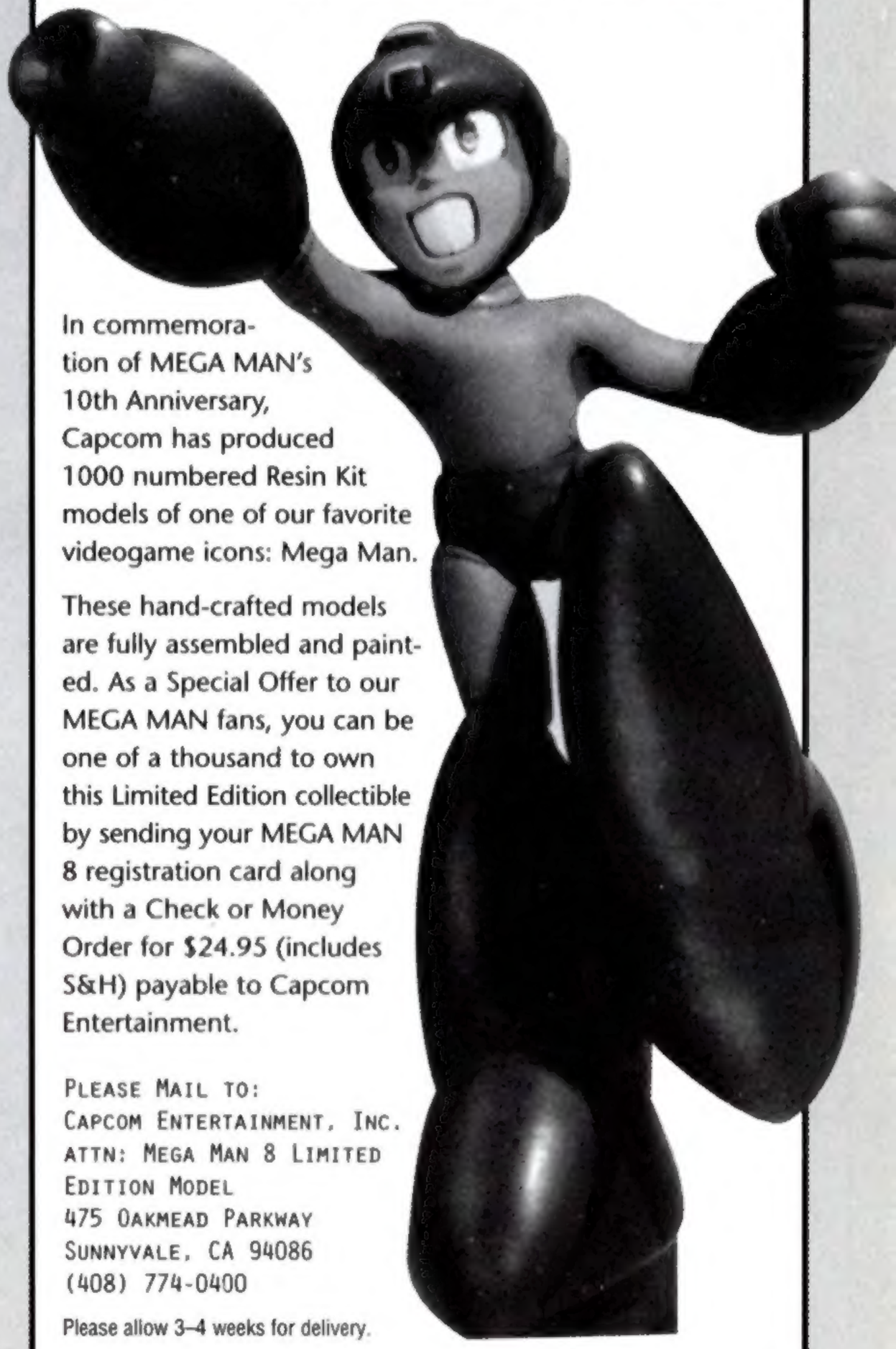
BACKUP DATA

There are 3 ways to save your game. Each time you clear a stage you will be asked if you want to save your game. When you run out of lives you will be given the chance to save your game. You can also save while in Dr. Light's Laboratory. Your game progress, items and option settings will be saved.

You can save up to 3 different games. MEGA MAN 8 consumes 1 Block of Memory. Make sure you have room available on your Memory Card, and have it loaded in Memory Card Slot 1.

CAPCOM PRESENTS

THE MEGA MAN LIMITED EDITION MODEL



In commemoration of MEGA MAN's 10th Anniversary, Capcom has produced 1000 numbered Resin Kit models of one of our favorite videogame icons: Mega Man.

These hand-crafted models are fully assembled and painted. As a Special Offer to our MEGA MAN fans, you can be one of a thousand to own this Limited Edition collectible by sending your MEGA MAN 8 registration card along with a Check or Money Order for $24.95 (includes S&H) payable to Capcom Entertainment.

PLEASE MAIL TO:
CAPCOM ENTERTAINMENT, INC.
ATTN: MEGA MAN 8 LIMITED EDITION MODEL
475 OAKMEAD PARKWAY
SUNNYVALE, CA 94086
(408) 774-0400

Please allow 3–4 weeks for delivery.

AVAILABLE FROM CAPCOM

T-SHIRTS (ALL T-SHIRT SIZES XL)

☐ Resident Evil	$15.95
☐ Street Fighter Alpha	$14.95
☐ Mega Man 8	$14.95
☐ Street Fighter Alpha 2	$14.95
☐ Star Gladiator	$14.95
☐ Super Puzzle Fighter II	$14.95

STRATEGY GUIDES

☐ Street Fighter Alpha 2	$15.95
☐ Darkstalkers	$13.95
☐ Star Gladiator	$15.95
☐ Street Fighter Alpha	$15.95

AND MORE...

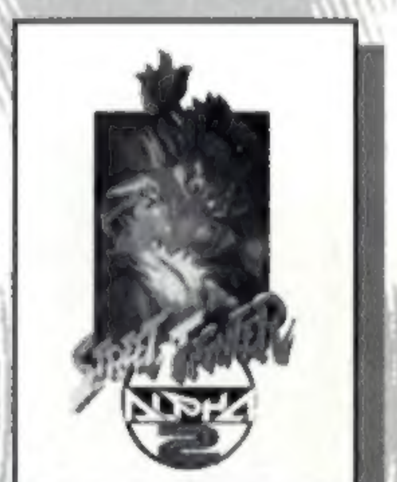
☐ Leather Backpack (capcom logo on flap)	$60.00

Resident Evil
Back of T

Street Fighter
Alpha back of T

Mega Man 8
Front of T

Street Fighter
Alpha 2 back of T



Star Gladiator
Back of T

Super Puzzle Fighter II
Back of T

FIRST NAME LAST NAME

ADDRESS APT. #

CITY STATE ZIP CODE

PHONE: DAY EVENING

METHOD OF PAYMENT: ☐ CHECK ☐ MONEY ORDER ☐ MASTERCARD ☐ VISA

CREDIT CARD ACCOUNT NUMBER EXP. DATE
(REQUIRED TO PROCESS ORDER)

CARDHOLDER SIGNATURE

SEND CHECK OR MONEY ORDER TO:
CAPCOM ENTERTAINMENT, INC. 475 OAKMEAD PARKWAY SUNNYVALE, CA 94086

*Prices Include Shipping/Handling. U.S. Funds Only. CA residents add 7.75% sales tax. (For delivery to Canada add $1.00) Allow 4-6 Weeks For Delivery. While supplies last.

VISIT OUR WEBSITE FOR MORE MERCHANDISE
HTTP://WWW.CAPCOM.COM
OR CALL 408.774.0400 WITH QUESTIONS OR TO ORDER BY CREDIT CARD

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086

© CAPCOM CO., LTD. 1996, 1997. ©CAPCOM U.S.A., INC. 1996, 1997 ALL RIGHTS RESERVED. Mega Man 8 is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

Manual-Corey Tresidder; Translation-Tom Shiraiwa; Product Marketing Manager-Simone Seydoux; Marketing Coordination-Rich Smith; Creative Services-Lisa Benson Villaseñor, Corey Tresidder; Package Design-Michi Morita; Manual Design-Studio Em

90-Day Limited Warranty
CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:
1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will provide you with a Return Merchandise Authorization number. Simply record this number on the outside of your shipping package, and return the entire CD-ROM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may provide you with a Return Merchandise Authorization number. You may then record this number on the outside of your shipping package and return the defective CD-ROM freight prepaid at your own risk of damage or delivery to CAPCOM, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state or province to province.

Capcom Entertainment, Inc. 475 Oakmead Parkway Sunnyvale, CA 94086
© CAPCOM CO., LTD. 1996, 1997 © CAPCOM U.S.A., INC. 1996, 1997 ALL RIGHTS RESERVED.
MEGA MAN 8 is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

CAPCOM®

PlayStation™